

## Track Junkies 4-group Schedule

Daytime Events				Afternoon/Evening Events			
Start	Hot	End	Activity / Run Group	Start	Hot	End	
7:30 AM		8:30 AM	Registration, wrist bands (Eurasia Building)	11:30 AM		12:30 PM	
8:00 AM		8:30 AM	Instructional Track Tours (school bus)	12:00 PM		12:30 PM	
8:30 AM		9:00 AM	Driver's meeting - mandatory	12:30 PM		1:00 PM	
9:00 AM	0:20	9:20 AM	<b>70 KPH (slow) Laps - all drivers</b>	1:00 PM		1:20 PM	
9:25 AM	0:15	9:40 AM	<b>Time Attack - practice (novice classroom 1)</b>	1:25 PM	0:15	1:40 PM	
9:45 AM	0:20	10:05 AM	<b>RED (novice classroom 1)</b>	1:45 PM	0:20	2:05 PM	
10:10 AM	0:20	10:30 AM	<b>YELLOW</b>	2:10 PM	0:20	2:30 PM	
10:35 AM	0:20	10:55 AM	<b>GREEN</b>	2:35 PM	0:20	2:55 PM	
11:00 AM	0:15	11:15 AM	<b>Time Attack - qualifying (novice classroom 2)</b>	3:00 PM	0:15	3:15 PM	
11:20 AM	0:20	11:40 AM	<b>RED (novice classroom 2)</b>	3:20 PM	0:20	3:40 PM	
11:45 AM	0:20	12:05 PM	<b>YELLOW</b>	3:45 PM	0:20	4:05 PM	
12:10 PM	0:20	12:30 PM	<b>GREEN</b>	4:10 PM	0:20	4:30 PM	
<b>12:30 PM</b>	<b>0:30</b>	<b>1:00 PM</b>	<b>Lunch &amp; worker break</b>	<b>4:30 PM</b>	<b>0:30</b>	<b>5:00 PM</b>	
1:00 PM	0:15	1:15 PM	<b>Time Attack - points 1 (novice classroom 3)</b>	5:00 PM	0:15	5:15 PM	
1:20 PM	0:20	1:40 PM	<b>RED (novice classroom 3)</b>	5:20 PM	0:20	5:40 PM	
1:45 PM	0:20	2:05 PM	<b>YELLOW</b>	5:45 PM	0:20	6:05 PM	
2:10 PM	0:20	2:30 PM	<b>GREEN</b>	6:10 PM	0:20	6:30 PM	
2:35 PM	0:15	2:50 PM	<b>Time Attack - points 2 (no classroom)</b>	6:35 PM	0:15	6:50 PM	
2:55 PM	0:20	3:15 PM	<b>RED (no classroom)</b>	6:55 PM	0:20	7:15 PM	
3:20 PM	0:20	3:40 PM	<b>YELLOW</b>	7:20 PM	0:20	7:40 PM	
3:45 PM	0:20	4:05 PM	<b>GREEN</b>	7:45 PM	0:20	8:05 PM	
4:10 PM	0:15	4:25 PM	<b>Time Attack - points 3 (no classroom)</b>	8:10 PM	0:15	8:25 PM	
4:30 PM	0:30	5:00 PM	<b>Happy Hour (all drivers, YELLOW passing rules)</b>	8:30 PM	0:30	9:00 PM	
5:00 PM		6:00 PM	Clean up & depart	9:00 PM		10:00 PM	

### Run group passing protocols:

<b>1st Session</b>	Discovery laps for all drivers. No passing. 70 KPH (40 MPH) max, helmets & belts req'd.
<b>GREEN</b>	Passing in designated zones, point-by required
<b>YELLOW</b>	Passing in designated zones plus passing optional in corners, point-by required
<b>RED</b>	Passing everywhere, point-by required
<b>Time Attack</b>	Passing everywhere, point-by required
<b>HAPPY HOUR</b>	Passing anywhere, point-by required (same protocol as Yellow/Intermediate)